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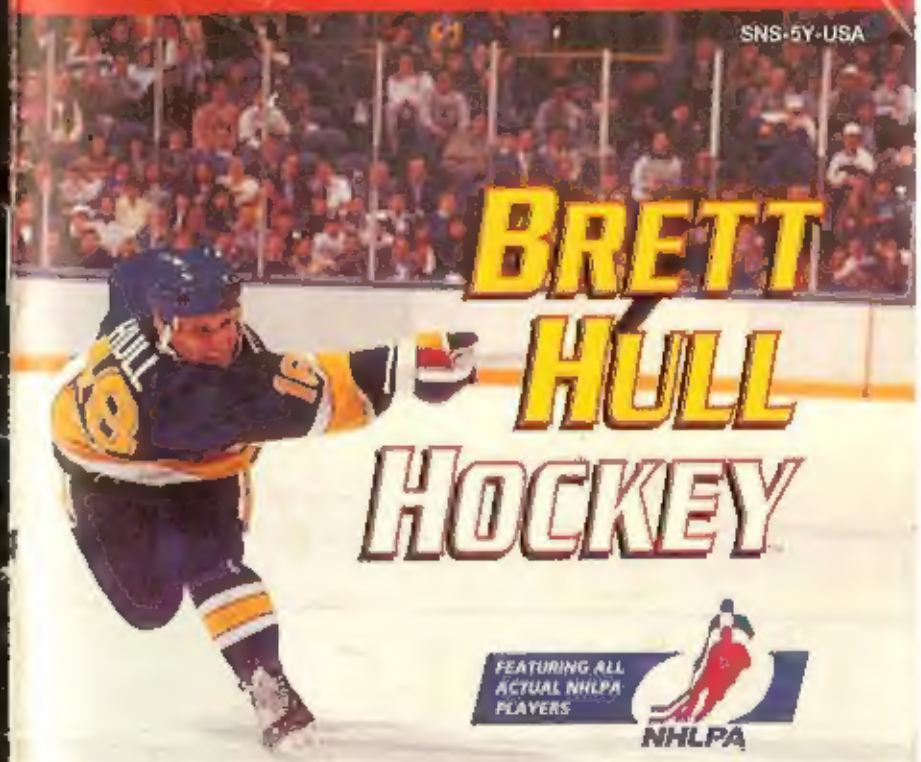
AL MICHAELS CALLS THE SHOTS!

SNS-5Y-USA

BRETT HULL HOCKEY



FEATURING ALL ACTUAL NHLPA PLAYERS

NHLPA

INSTRUCTION BOOKLET

ACCOLADE
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing this *Brett Hull Hockey* Super NES® Game Pak.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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CREDITS

Design	Radical Entertainment Ltd.
Programmers	Lennox Ong, David Roberts
Artist	Arthur We
Musician	Paul Wilkinson
Producer	Dave Davis
Add'l Programmers	Jack Rebbetoy, Bob Emond
Add'l Artists	Alan Blouin, Ian Verchere, Emmanuel Soupidis
Ton o'data Entry	Lisa Constantini
Executive Producer	Pam Levins
Testers	Scott Barnes, Tomi Quintana, Ken Kajikawa, Don Felice, Mitch Lacy, Dexter Dorris
Product Manager	Daniel Jeung
Manual Writers	Philip Stromer, Jon Mongelluzzo
Manual Design	Shirley Sellers

Special thanks to the Radical staff who played, commented on and *sometimes* criticized B.H.H.; you made the product supreme.

Brett Hull comments taken from ***Brett Hull, Shootin' and Smilin'***, Brett Hull and Kevin Allen, Prentice-Hall, 1991.

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On the Ice With Brett Hull

He wasn't born with ice skates on, but Brett Hull might as well have been. His father, Bobby, is in the NHL Hall of Fame. His mother, Joanne was a professional figure skater. The third of five children,"Hullie" was born in Belleville, Ontario, Canada, in the summer of 1964.

Under his mother's watchful eye, Brett first learned to skate in Chicago's Oak Park Arena. He played in various junior leagues with the Elmhurst Huskies. Brett spent most of the 1970's practicing in the Winnipeg Arena (Manitoba, Canada). At age 17, he was playing Midget hockey in North Vancouver.

After playing for the Penticton Knights (1982-84), he was off to Minnesota-Duluth College and its Bulldogs team.

Brett's NHL debut came in the Stanley Cup Finals in 1986, when he was called up late in the season by the Calgary Flames. Midway through the 1987-88 season, he was traded to the St. Louis Blues.

It was in St. Louis that Brett became a star. He led the NHL in goal scoring in 1990 and 1991, with seasons of 72 and 86 goals. He captured the Lady Byng trophy in 1990, as the league's most gentlemanly, player, and the Hart Trophy, given to the league's MVP, in 1991.

In the Booth With Al Michaels

Accolade and Al Michaels first teamed up in 1992, with Al's play-by-play announcing of "Al Michaels Announces HardBall III". Al is the best in the booth when it comes to play-by-play announcing, with a voice familiar to sports lovers everywhere.

Best known as the voice of ABC's "Monday Night Football", Al is also an experienced hockey announcer, having called hockey for the U.S. Olympic hockey team in the 1980, 1984 and 1988 Olympiads and for the 1993 Stanley Cup.

Al began his broadcasting career in 1968, calling baseball games for the Hawaii Islanders of the Pacific Coast League.

In 1971 he was named the radio announcer for the Cincinnati Reds. Al joined NBC's broadcasting team for the 1972 World Series.

In 1974, Al signed on as the voice of the San Francisco Giants, a position he held until 1977, when he took over as the #1 announcer for ABC Sports.

Al's incredible reign at ABC Sports includes seven World Series, five All-Star games, seven League Championship Series, as well as hosting "Wide World of Sports" events and tennis matches.

He has been selected national Sportscaster of the Year three times and has garnered two Emmy's as the outstanding Sports Personality host.

At the Office With the Developers

Radical Entertainment Ltd., a video game and educational software development company, is located in Vancouver, British Columbia, Canada. Meet the *Brett Hull Hockey* Super NES team:

Dave Davis - Producer. It was clear he was destined to become a producer when, at the age of 5, Dave organized, directed, and "schmoozed" with his classmates.

Lennox Ong - Programmer. When Lennox's mind flowed as one with Pac Man and he meditated with Donkey Kong, he realized he had no choice but to become a programmer.

David Roberts - Programmer. After exploring the world with only a backpack and pet moose, David returned home to take up the challenging position of gravity tester.

Arthur C. "Rocketboy" We - Artist. Born one year before his first birthday, Arthur became the youngest draft selection ever in pro sports. The "Rocket" refused the deal, and signed on with Radical instead.

Alan Blouin - Artist. Alan has a wide skill set that includes cel animation, computer modeling, and, of course, a Ph.D in videogame art.

Paul Wilkinson - Musician. Paul's hardest challenge is avoiding accidentally writing a piece of music that will render the entire classic music genre obsolete.

GETTING STARTED

"It just so happens I have an awesome amount of fun when I play. Wayne Gretzky is the only other player I watch who seems to have as much fun as I do playing hockey."

Brett Hull

Loading Instructions

1 Make sure the power is off on your Super Nintendo Entertainment System.

2 Insert the *Brett Hull Hockey* Game Pak into your system by following the instructions in your system manual.

3 Plug a controller into port 1. For 2 players, plug a second controller into port 2.

4 Turn the power switch **on**. If nothing appears on screen, re-check your Game Pak to make sure it is inserted properly.

5 Press **any button**, after viewing the title sequence, to advance to the Main Menu.

Quick Start

1 When the Title Screen appears, press **START** on Control Pad 1 — the Main Menu will appear.

2 Press **START** again and the Team Summary Screen will appear.

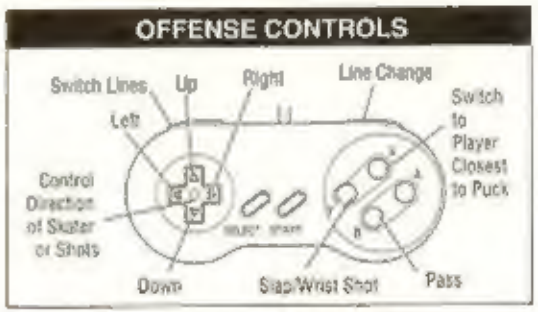
Quick Start (continued)

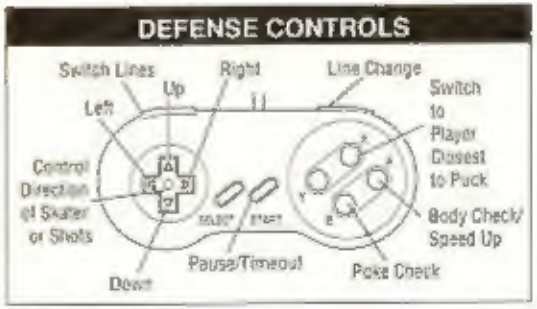
3 Press **START** a third time, and you're ready to play the game with the following default settings:

- **1 Player-Home** (Home team vs. computer)
- **Exhibition Game:** St. Louis (Home) vs. Vancouver (computer)
- **Period length:** 5 minutes
- **Line Changes:** Off (only one line used, players will not tire)
- **Penalties:** Off (no penalties will be called by the referee)
- **Offsides:** Off (offsides will not be called)
- **Fighting:** Off (fighting will not be allowed)
- **Announcer:** On (Al Michaels will call play-by-play)
- **Sound:** Stereo (sound effects, crowd noise and music)

Operating Your Controller

Before you begin playing *Brett Hull Hockey*, take a minute to familiarize yourself with the layout of the controller and what each button does.





To aim, press and hold ▼,▲,► or ◄ on your Control Pad when you pass or shoot.

BRETT HULL HOCKEY

Main Menu

The Main Menu lets you set up your game the way you want. To change an option:

1 Press ▲/▼ on your Control Pad to move the flashing goal light next to the desired option.

2 Press ◄/► to cycle through available settings (access **Edit Team** and **Options** by pressing the **B Button**).

The options, in the order they appear are:

Player Option: Choose from:

- **1 Player-Home** (Home team vs. computer)
- **1 Player-Away** (Away team vs. computer)
- **2 Players** (player vs. player)

NOTE

2 Player mode is not available during the Playoffs or Season play.

"My concern has always been not how fast my shots go in the net, but how often."

Brett Hull

Game Option: You can play **Exhibition Game**, **Playoff** or **Season**:

- **Exhibition Game** – Play one game at a time against the computer or a human opponent to develop your skills.
- **Playoffs 3, 5, or 7** – Go straight to the Playoffs in a best of 3, 5, or 7 game format. A Playoff Tree Screen will appear before and after each game to update your team's progression toward the championship.

NOTE

Before your next Playoff or Season game, the Main Menu will be displayed showing your next opponent and allow you to select Edit Team, Period Length or Options. All other selections will be disabled.

- **Season Play 11, 42, or 84** – Play an entire season of 11, 42, or 84 games and, if you qualify, go through the Playoffs for the Stanley Cup. During the season, the computer will choose your opponent in a pre-set schedule. A League Standings Screen will appear before and after each game, updating your team's wins, losses, and total points.

Main Menu (continued)

- **Shootout** – A shootout consists of a player getting five penalty shots, one-on-one against the goalie (see **Shootout**, pg. 29). In two player mode, one player controls the goalie while the other controls the shooter (see **The Goalie**, pg. 16 for Control Pad information).

Home Team Option: Select your Home team from 26 league teams and two all-star teams. You'll be the Home team for the Exhibition game and the start of the Playoff series. **Use this option to select your team for Season play**, but you won't necessarily begin as the Home team.

NOTE *You cannot select East or West All-Stars in Season play or in the Playoffs.*

Away Team Option: Choose a Visiting team from 26 league teams and two all-star teams. You'll be the Visiting team for the Exhibition game and the start of the Playoff series (The Away Team option is not available when Season play is selected).

Edit Team: Press the **B Button** to display the Edit Team Menu (see **Edit Team Menu**, pg. 8). Press **START** to return to the Main Menu.

"Getting in position for a shot and quick release are what is important to me."

Brett Hull

Period Length: Each game consists of three periods. Choose **5**, **10** or **20** minutes.

Options: Press **B Button** to access the following options:

Line Changes: With this feature turned **On**, you can choose between four available lines during a game and the lines will experience fatigue (see **Line Changes**, pg. 16.)

Penalties: The referee will call minor and major penalties with this feature **On**.

Offsides: Turn this feature **On** if you want the referee to call offsides.

Fighting: With fighting **On**, fighting may occur during game play. Switch to **Off** if you don't want this feature. (To turn this feature **On**, the Penalty feature must first be **On**.)

Announcer: Select **On** to have Al Michaels call the plays or **Off** if you don't want an announcer.

Sound: Turn sound effects, music and crowd noise to **Stereo**, **Mono**, or **Off**.

Press **START** to return to the Main Menu.

EDIT TEAM MENU

The Edit Team Menu allows you to **View Team Roster**, **View Player Stats**, **Coach** (modify team skills) or **Edit Lines**. To choose an option:

- Press ▲/▼ on your Control Pad, then press the **B Button**
- Press **START** to return to the Edit Team Menu

View Team Roster

This screen displays your players' number, name, position and whether he's left or right-handed. It also ranks the following individual attributes from 1 (weakest) to 100 (strongest):

- Skating
- Shooting
- Strength
- Stick Handling
- Defensive Play
- Aggressiveness

To scroll through the player attributes, press ◄/►. To view the entire roster, press ▲/▼. To display goalies and their attributes, press the **Y Button**.

View Player Stats:

View the NHLPA statistics for the 1992-93 season, including games played, goals, assists, and total points. To display goalie statistics, press the **Y Button**.

NOTE *After game play starts, you may not choose View Player Stats.*

Coach

The Coach Screen allows you to modify your team to suit your personal taste and displays your team's uniform colors. For example, you can make a team that skates fast and handles the puck well, or an aggressive hard-checking team that plays great defense. Here's how to make your edits:

1 Press ▲/▼ on your Control Pad to select the skill you want to modify.

2 Press ► to strengthen or ◄ to weaken that skill.

NHLPA

Coach (continued)

3 When your coaching edits are complete, press **START** to return to the Edit Team Menu.

> **NOTE** *The Team Power Resource meter at the top center of your screen fills up or empties as you modify your team. When your Power Resource Meter is empty, the only way to increase a skill is by reducing another skill.*

Here's a description of each skill at its maximum setting:

SKILL	MAX SETTING
Skating	Emphasizes speed, creating odd-man advantages and breakaways.
Shooting	Promotes higher-percentage shots.
Strength	A tougher checking game, chasing after loose pucks.
Stick Handling	Emphasizes a passing and puck control offense.
Defensive Skill	Fewer goals scored against; defense-men stay in their zone more often.
Aggressiveness	Defensemen rush net, creating excellent scoring opportunities, players chase puck into corners and play a very offensive-minded game.

> **HINT** *If you want an extremely high-scoring game, set the skating, shooting, stick handling and aggressiveness settings to the maximum, and set the strength and defensive skill settings to the minimum.*

Edit Lines

You can create your own skating lines (i.e. Scoring, Penalty or Power Play). To edit any of the four available lines (Line 1, 2, 3 or 4), or your goalie:

1 Press ◄/► to select the line you want to edit.

2 Press ▲/▼ to select the player you want to replace on that line.

3 Press the **Y Button** to move to the players list. (You can toggle back to the current line by pressing the **Y Button** again.)

4 Press ▲/▼ to highlight a replacement player.

5 Press the **B Button** to insert new player in line.

To exit the Edit Lines Screen, press **START**.

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PLAYING THE GAME

You've selected your teams and set your lines, now it's time to view tonight's match up Press **START** to go to the Team Summary Screen.

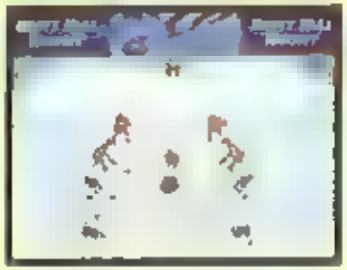
Team Summary Screen

The Team Summary Screen appears before each game and shows how the teams match up Al Michaels also gives a brief commentary about the Home team; press **START** to view his comments about the Away team Press **START** again to hit the ice

Scoreboard

Just before you begin play, examine the scoreboard at the top of the screen. It displays the Score, Period, Time remaining, and Power Play Timers. The Power Play Timers are located on both sides of the time clock After a penalty is called, the timers will light up indicating which team has the advantage and how much time is remaining on the Power Play

Face Offs



In a face off, the referee drops the puck and two players attempt to gain control of the puck and pass it to a teammate. Press the **Y Button** when the referee drops the puck, and

- Press ◀/▶ on the Control Pad to hook or push the puck to another player
- Press ▲/▼ to lean into the opposing player to gain control of the puck

Possession of the Puck

A player will automatically gain possession of a loose puck when his stick makes contact with it. When a player on the Home team gains possession, two blue filled triangles, his number and position will appear under him The player in possession on the Away team will have red filled triangles. When a player on either team loses possession, the filled triangles change to unfilled triangles.

NOTE *Press the X Button to switch control to the skater closest to the puck*

Passing

Passing the puck is the key to winning hockey games A well-timed pass to a skater flying up the ice is one of hockey's most exciting plays. To pass the puck

- Press and hold the Control Pad in the direction you want to pass, then press the **B Button**

Shooting

The two basic shots in hockey are the wrist shot and the slap shot

Wrist Shot: Although it's not as flashy and powerful as the slap shot, the wrist shot is often more effective for scoring. A wrist shot aimed on goal is a closer, more accurate shot. It often catches the goalie by surprise, maybe because he was screened out, or maybe he never saw the puck being shot. To take a wrist shot

- Press and hold the Control Pad to aim your shot, then press and quickly release the **Y Button**

I like to head toward our zone during a breakout, then double back to rejoin the play. It's like taking yourself out of the play, to get back in it."

Brett Hull

Slap Shot: The slap shot is a powerful but less accurate shot usually taken from a greater distance from the net. The player takes a big windup and blasts away. When a slap shot is blocked by a goalie, the rebounds are longer, so be prepared to pick up the loose puck or play defense. To take a slap shot

- Press and hold the Control Pad to aim your shot, then press the **Y Button**. The longer the button is held down, the harder the slap shot will be

HINT *Pressing the Control Pad ▲ while you shoot will aim the puck "upstairs." If you press ▼ while shooting, the puck will stay low. If you aim your shot low, try to place it between the goalie's legs.*

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Line Changes

The players on a line wi fatigue as the game progresses. To change these lines and get fresh players on the ice

1 Press the **R Button** to display the number of the line (**L1 - L4**) currently on the ice (The number will appear in place of your score on the scoreboard.)

2 Press the **L Button** to move through the lines, then press the **R Button** to choose

The lines will be represented as **L1**, **L2**, **L3** or **L4** and will be color-coded to indicate their level of fatigue: green – full strength; yellow - fatigued and red - exhausted

NOTE *Gameplay continues during a line change.*

The Goalie

The computer controls the goalie's movement until he gains possession of the puck, or you choose to take control when a shot is on the way to his net. To take control when a shot is on its way to the net

- Press and hold **X Button** + ▶ to slide right
- Press and hold **X Button** + ◀ to slide left
- Press and hold **X Button** + ▲ to block high shot
- Press and hold **X Button** + ▼ to block low shot

"I'm not a flashy player who creates his own chances. I need someone to get me the puck."
Brett Hull

Once he has the puck, he may either pass to a teammate or hold it until the referee calls a face off in one of the two circles near the net. To have the goalie pass the puck:

- Press the Control Pad in the direction you want to pass, then press the **B Button**

Overtime

In Exhibition play and in the Playoffs, the length of overtime periods matches the current game period length and continues until one team scores (sudden death). In Season play, overtime consists of one 5 minute period and the first team to score wins. If neither team scores, the game results in a tie

INFRACTIONS

The red center line divides the hockey rink into two equal halves. On each side of the red center line is a blue line, which marks the Offensive and Defensive Zones for each team. One team's Defensive Zone is the other team's Offensive Zone. The area between the two blue lines is the Neutral Zone

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Offsides

Offsides is the most common reason for stoppage of play by the referee. No offensive player may cross into the opposing team's Defensive Zone until the puck crosses the blue line. Otherwise, the play is called offsides, and the referee calls for a face off just outside the blue line. Many scoring opportunities are lost due to a player being offsides.

HINT

If you have a player heading toward the blue line ahead of the puck, try to pass to him before he crosses the line. This will prevent the referee from whistling an offsides call. The Options Menu gives you the choice of turning off the offsides feature. Turning off this feature should result in a higher scoring game, since "cherry picking", or staying near your opponent's goal will be legal.

Icing

Icing is another common reason for stoppage of play. Icing may be called if the offensive team shoots the puck down the ice into the opposing team's Defensive Zone without first crossing the red center line. However, if the offensive team gets to the puck before the defense or the goalie touches the puck, icing will not be called.

When the referee calls icing, the face off occurs in the face off circle nearest the offending team's goal.

HINT

A team is allowed to ice the puck while killing a penalty. When your opponent is on a power play, ice the puck as soon as you get possession. This eats up valuable time on your opponent's power play.

Penalties

Minor penalties will result in a player being sent to the penalty box for two minutes. This allows the other team to have a **power play** – a one or more skater advantage for two minutes. Multiple penalties may result in more than one player being sent to the penalty box.

The two-minute minor penalties that the referee will call in *Brett Hull Hockey* are:

- **Roughing:** Minor punching or shoving of an opposing player

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Penalties (continued)

- **Holding:** Illegally holding an opponent by using hands or stick
- **Instigating:** Intentionally provoking a fight
- **Fighting:** Striking an opponent for the purpose of intimidation or retaliation
- **Hooking:** Using the blade of the stick to impede the motion of another player
- **High sticking:** Carrying the stick above shoulder level and striking an opponent
- **Slashing:** Swinging the stick at another player in an effort to slow his progress
- **Interference:** A player tries to impede the progress of a player not in possession of the puck, or hits the goalie when he is in the crease
- **Cross-checking:** Striking an opponent with both hands on the stick and no part of the stick on the ice

NOTE

During a minor penalty, when the team with a man advantage scores a goal the player in the penalty box is allowed to return to the ice, and the power play is over

Occasionally, a referee may call a five minute major penalty for intentionally trying to injure another player, however; the most common major penalty is

fighting. (A power play doesn't always result from fighting because both teams lose a player – leaving them equal strength).

Multiple penalties can be called on one team but a minimum of three players and a goalie remain on the ice at all times.

"Offense is timing. Defense is disrupting timing. If a center gets you the puck a second early, or a second late, it makes all the difference in the world."

Brett Hull

NOTE

Major penalties must be served a full 5 minutes, regardless of any power play scoring situation.

Delayed Penalties: When a penalty is called on the team that is not in control of the puck, the referee will call a Delayed Penalty. Play continues until the penalized team gains possession of the puck or is scored upon. If a goal is scored, the penalty will be waived

FEATURING ALL OF THE NHLPA PLAYERS
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CHECKING

Checking is the only way to steal the puck from a player on the other team. There are two types of checking

Body check: This tactic is used to knock the opposing player off the puck by bashing into him You may only body check a player with the puck, or else the referee may call a penalty To execute a body check:

- Press the **A Button**

Poke check: A player uses the hockey stick to try to steal the puck from the opposing player. To execute a poke check:

- Press the **B Button**

FIGHT SCREEN

Occasionally after a severe body check, tempers flare and a fight occurs. To punch or block while on the Fight Screen

- Press the **Y Button** to punch
- Press the **B Button** to block

After the fight, penalties will be assessed and play will resume automatically If neither of the buttons are pressed, the fight terminates, you are returned to the game and penalties are assessed

TIMEOUT SCREEN

To call a timeout, press **START** anytime during play, then

1 Press ▲/▼ on your Control Pad to choose an option

2 Press **START** to return to the game.

Here are the available options

Instant Replay: Press the **B Button** to select — replays the last 10 seconds of action in the game.

- Press the **Y Button** to rewind
- Press the **B Button** to stop
- Press the **X Button** to play
- Press the **A Button** to fast-forward
- Press **START** to return to the Timeout Screen

Timeout Screen (continued)

Game Stats: Press **B Button** to select — shows the number of goals scored, shots on goal, body checks, penalties, power plays, and passing. Press **START** to return to the Timeout Screen.

Announcer: Press ◂/▸ to toggle **On** or **Off**.

Sound: Press ◂/▸ to toggle between **Stereo**, **Mono** and **Off**.

Goalie: In Net/On Bench: Press ◂/▸ to remove the goalie and gain an extra skater advantage.

Edit Lines: Press the **B Button** to select — takes you to the Edit Lines Screen. Press **START** to return to the Timeout Screen.

Quit Game: Press the **B Button** to select and quit the game.

Game Summary Menu

The Game Summary Menu will automatically be displayed after each period and at the end of a game.

- Press ▴/▾ on your Control Pad to select an option, then press **B Button** to review **Game Stats** or **Player Stats**, or press **SELECT** to **Quit**
- Press **START** to continue the current game or begin a new one

Here are the options available:

- **Game stats:** Shows the number of goals scored, shots on goal, body checks, penalties, power plays and passing

Game Summary Menu (continued)

- **Player Stats:** Individual statistics will be displayed for players who scored, assisted or committed penalties in the current game. To display your opponent's (opp.) statistics, press the **Y Button**
- **Quit:** Exits the game, Playoffs, or Season play

At the **completion** of each Playoff or Season game, a password appears at the bottom of the Game Summary Menu Screen. Write it down so you'll be able to resume Playoffs or Seasonal games (see **Password**, pg. 28).

Brett Hull Comments

At the end of each game, Brett Hull will comment on both team's performance. When you're finished reading Brett's comments, press **START** and you will go to the Title Screen (if you're in Exhibition game); the Playoff Tree (if you're in the Playoffs) or the Current Standings Screen (if you're in Season play).

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Password

After each Season or Playoff game a password is generated by the computer. If you enter this password the next time you start up, the Season standings or Playoff record will carry over from the last game you played. To continue a Season or Playoff series, go to the Title Screen then:

- Press ▼ on your Control Pad to move the flashing goal light to **Password**, then press **START** to display the Password Screen
- Press ▲/▼/◄/► to move the circle to the desired letter or number and press the **B Button** to enter the letter or number
- When you have entered the correct password, press **START** to continue your game

Shootout

The Shootout is a great place to practice shots on goal. After the referee's whistle, the shooter picks up the puck at the center circle and moves forward toward the net. You'll get five shots, but only one shot per puck. The goalie you face is determined by which opposing team you choose. To set up the shootout, go to the Main Menu, then:

1 Press ◄/► on your Control Pad to highlight **1 Player** or **2 Players**, then press ▼.

2 Press ◄/► to highlight **Shootout**, then press ▼.

3 Press ◄/► to highlight the team from which you want to choose your shooter.

4 Press ◄/► to choose the team whose goalie you want to face.

5 Press **START** to view that team's roster.

6 Press ▲/▼ to highlight a player and ◄/► to view his attributes. When the player you want is highlighted, press **START** to begin the shootout.

7 After you have taken five shots, press ▲/▼ to highlight **Shoot Again** or **Main Menu**, then press the **B Button** to select.

NOTE

In 2 Player mode, both players choose teams and shooters then take turns controlling their shooter or starting goalie against their opponent (i.e. Player 1 controls his shooter while Player 2 controls his goalie).

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Customer Service
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